FOR THE INTELLIVISION® OR INTELLIVISION® II MASTER COMPONENT

Congo Bongo™

OFFICIAL ARCADE VERSION

SEGA®

VIDEO GAME CARTRIDGE

You're a hunter on a jungle safari. The jungle is full of creatures determined to give you a run for your life, but none of them can match the mischief of CONGO BONGO the Gorilla.

The object of the game is to get even with Congo Bongo while collecting as many points as you can. But watch your step, one slip and it's safari heaven!

CONGO BONGO features:

- MULTIPLE GAME SCREENS IN 3-D GRAPHICS
- 10 PLAY LEVELS OF INCREASING DIFFICULTY
- ONE OR TWO PLAYER JUNGLE FUN

USING YOUR CONTROLS

1. Make sure the power switch on your game unit is turned OFF.
2. Insert INTELLIVISION game cartridge into game unit.
3. Turn on game unit POWER.

First select one or two players by pressing the 1 or 2 button on the LEFT game controller. If no selection is made, the game will automatically begin as a one player game.

Player 1 uses the LEFT controller and sees their score display in WHITE. Player 2 uses the RIGHT controller and sees their score display in BLACK. In a two-player game, the players take turns moving the HUNTER through the jungle.

You can pause the game by pressing the 5 button on game controller of the active player. Resume play by pressing the DISC.

Use the controller DISC to move the HUNTER, either walking or climbing. Press either of the upper controller side buttons to make your HUNTER jump.

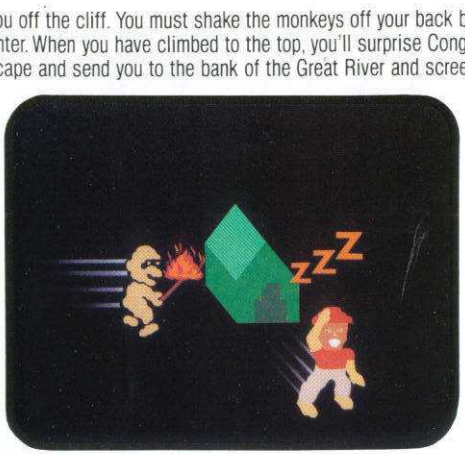
HOW TO PLAY

GAME PLAY AND THE SCREEN. The first screen takes you to the JUNGLE MOUNTAIN. Climb cliffs and jump across the river to reach the top and catch CONGO BONGO. You lose one of three lives if you:

- FALL OFF THE PATH
- GET HIT BY A FALLING COCONUT
- FALL INTO THE RIVER OR WATERFALL

Monkeys will try to hop on your back. If you get a monkey on your back, you can't get any further. If you get all three monkeys on your back, they'll

throw you off the cliff. You must shake the monkeys off your back by jumping your hunter. When you have climbed to the top, you'll surprise Congo but he'll escape and send you to the bank of the Great River and screen #2.



Here the dangers build as the jungle surprises increase. More creatures lurk on both banks of the river. Cross safely and you still must face the charge of raging rhinos before snagging Congo Bongo.

1. Jump onto a floating lily pad but be careful not to fall as it shrinks into the water.
2. Try to hop a ride on a hippo taking you close to safe islands.
3. Jump onto the island for rest.
4. Catch a ride on a ferocious fish to cross the next part of the river. Watch out, when the fish turns from red to orange they're about to snap and throw you into the river. Try to jump to safety in time.
5. After you make it across the river, beware of raging rhinos that threaten your last steps to the sleeping Congo Bongo.
6. Sneak up to Congo Bongo and give him the hot foot he deserves.

After a brief moment to enjoy your victory over Congo Bongo, you are automatically sent back to the jungle to face greater jungle challenges. You are now advanced to the next play levels where the action on both screens change:

FIRST SCREEN

1. After the first play level the monkeys become more aggressive. They will hop on you faster and will gang up on you faster to throw you over the cliff sooner.
2. Coconuts fall faster and more often as play level increases.
3. A snake appears on the bridge at level four and up. Avoid its deadly bite.
4. At level 8 the river jump gets shorter because the hunter is getting tired.

SECOND SCREEN

1. After the first play level, the fish snap more often and give you less warning before they throw you into the water.
2. The lily pads shrink into the water faster and more often as play levels increase.
3. The rhino charge pattern changes with each level:

PLAY LEVEL	RHINO CHARGE
1-2	single rhino
3-4	two rhinos charge close together
5-6	rhinos closer together
7-8	rhinos close and fast
9 and up	rhinos don't get any faster after level 8

SCORING

At the beginning of each round, you start with 5,000 bonus points. As the game continues, you lose 100 points each time the game clock ticks down.

When you advance to the next play level, the starting level of bonus points increase:

PLAY LEVEL	STARTING BONUS COUNT
1	5,000
2	6,000
3	7,000
4	8,000
5 or more	9,000

You also receive points for simply surviving the challenges of the jungle:

EACH STEP TAKEN	10 points
JUMPING THE RIVER CANYON	500 points

When you finally get Congo Bongo, you receive the remaining number of bonus points.

If you earn 10,000 points, you will receive one additional Hunter.

SCORE DISPLAY. The score display alternates with the current Bonus count in the upper left corner of the screen.

The number of lives is indicated by a number 1-4 just below the SCORE/BONUS counter. Play level is indicated by the number in the upper right corner of the screen, just above Congo. After play level 9, it will show an exclamation mark next to the level. There is no limit to the number of levels you may reach.

PLAY HINTS

1. Stay close to the jungle trees for your first few steps up the jungle mountain to avoid getting hit by coconuts.
2. To safely cross the bridge, notice that the coconuts come in waves. Try to notice when the wave passes you by and *then* run for the bridge.
3. On Monkey Plateau, try standing near the river edge for more safety. Be careful not to fall into the river, and don't stay there too long. The monkeys will find you eventually!
4. On the river, don't panic as you jump from place to place. Take your time, keep your cool, and jump at the right moment!

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VIDEO GAME CARTRIDGE

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OFFICIAL ARCADE VERSION

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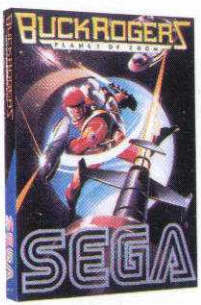

- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

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